



Cove Junior School
 Whole School Overview
 Design and Technology

Lower School – Early Key Stage 2

Year 3	<u>Food</u> Food, Glorious Food Healthy and varied diet (including cooking and nutrition requirements for KS2) <i>Sandwiches</i>	<u>Textiles</u> It's a Mystery Templates and joining techniques / 2D shape to 3D project <i>Bags</i>	<u>Mechanical Systems</u> Secrets of the Tomb Levers and linkages <i>Pop-up book/card</i>
Year 4	<u>Food</u> Tribes, Towns and Togas Healthy and varied diet (including cooking and nutrition requirements for KS2) <i>Pizzas</i>	<u>Electrical Systems</u> Roll Up! Roll Up! Simple circuits and switches (including programming and control) <i>Illuminated sign</i>	<u>Structures</u> Heroes or zeroes? Shell structures (including computer added design) <i>Gift packaging</i>

Upper School – Late Key stage 2

Year 5	<u>Structures</u> Coast to coast Frame structures <i>Piers</i>	<u>Food</u> Potions and possibilities Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) <i>Pancakes</i>	<u>Mechanical Systems</u> Infinity and beyond Pulleys or gears <i>Rockets</i>
Year 6	<u>Electrical Systems</u> Guilty or not guilty? Simple circuits and switches (including programming and control) <i>Christmas jumpers</i>	<u>Food</u> Ice Trap Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) <i>Soup</i>	<u>Textiles</u> Temples of Doom Combining different fabric shapes (including computer-aided design) <i>Memory cushion – upcycled clothing</i>